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## Rules and Event Guidebook

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## Introduction

*The rules and policies within this document apply to all Halo World Championship (HaloWC) Finals teams, players, coaches, managers and staff, as well as all tournament staff, sponsors, event attendees and those associated with the HaloWC.*

*This HaloWC Player Guide is considered a living document and may be updated and modified at any time, for any reason. Rulings outside the scope of this document may be made to preserve fair play and tournament integrity.*

*The official game of the HaloWC is Halo 5: Guardians.*

*GLHF!*

*This document was last updated on March 21, 2017*





## Locations & General Information

- **Venue**  
ESL Campus  
1212 Chestnut St  
Burbank, CA 91506
- **Campus Map**





## Transportation Information

- Transportation to and from the hotel and venue will be provided for each team.
- Players will be emailed each evening to remind them of their pick-up times for the following day.
  - *Note: Failing to be available for pick-up at the times specified in the email at the entrance to the player hotel may result in a verbal or written warning, opposing team power play, loss of coach on team comms for a game/match, forfeiture of a game, forfeiture of a match, reduction in prize money, or a combination of these penalties.*

## Equipment To Bring

- Xbox One Controller with wired USB connection

## Event Audio Solution

- Players will be provided Astro A40 TR Headsets for use on all tournament stages.
- Players must use the provided headsets.
- Players must wear the provided headset at all times during a tournament game. Removing a headset may result in a verbal or written warning, or additional penalty as deemed appropriate by the station Admin.

## Player Eligibility

- Players must have been a member of a qualifying team from their region or be an approved substitute. Substitutes may be allowed in the event that an original member of a qualified team is unable to attend the event due to international travel issues, medical emergencies, or other approved event.
- A team may include 1 player who is not a citizen or legal resident of the sub-Region in which the team competes.

## Tournament Policies

*Violating any policy in this section may result in a verbal or written warning, opposing team power play, loss of coach on team comms for a game/match, forfeiture of a game, forfeiture of a match, reduction in prize money, or a combination of these penalties.*

- Every match will be officiated by a team of ESL Administrators ("Admins").
- Any issue that impacts player gameplay must be reported to an ESL Admin immediately.
- No bags or backpacks will be allowed on tournament stages.





- Warm-up schedule will be enforced by ESL Administrators.
  - Teams that are scheduled to play immediately following the current tournament match have priority on the warm-up stations over teams that are scheduled to play later in the day.
- Each player is expected to read and understand this handbook prior to the start of the event.
- Teams must wear presentable attire for the duration of the event.
  - Teams must wear matching uniforms (shirt/jersey) for the duration of the event.
  - Hoodies and jackets are allowed. It is encouraged that these articles be team branded or for players to use the provided Halo World Championship attire.
  - Players may not wear shorts of any kind during the event.
  - Players may not wear pajama pants or pants with rips or holes.
- Prior to the start of the tournament, each participant (player and coach) must sign this rulebook stating that they have read and understand the rules and policies within.

## Tournament Overview

- The tournament will feature 2 stages.
  - Stage 1 - Group Stage - Round-robin group stage featuring 4 groups each consisting of 3 teams, each team from each of the 4 groups advance to Stage 2.
    - All matches in Stage 1 are best-of-5 series (first to 3 game wins)
    - Each team will play each other team in their Group once.
    - Each team will play one (1) match as the Red team and one (1) match as the Blue team.
    - Each team in each Group is also assigned a number (1, 2 or 3) depending on if they were the first (1), second (2), or third (3) team placed into their respective group. These assigned numbers do not reflect placing or standings in a Group.
    - Teams were placed into the groups using the following method:
      - Each team was assigned a rank using the following format:
        - Teams were sorted into their Regional Groups, in the following, descending, order:
          - North America (7 teams)
          - Europe (3 teams)
          - Australia and New Zealand (1 team)
          - Latin America (1 team)
        - The teams were then ranked based on their placement in their respective region. This resulted in the following, overall list
          - OpTic Gaming (NA 1)

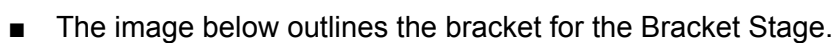
- Team Liquid (NA 2)
- Team EnVyUs (NA 3)
- Str8 Rippin (NA 4)
- TMMT Crowd Pleasers (NA 5)
- Luminosity (NA 6)
- Splyce (NA 7)
- FAB Games eSports (EU 1)
- Supremacy (EU 2)
- London Conspiracy (EU 3)
- Team Immunity (ANZ 1)
- Shock The World (LATAM 1)
- The teams were then assigned a group (A, B, C or D). This repeated in descending order.
  - OpTic Gaming (NA 1) **(A)**
  - Team Liquid (NA 2) **(B)**
  - Team EnVyUs (NA 3) **(C)**
  - Str8 Rippin (NA 4) **(D)**
  - TMMT Crowd Pleasers (NA 5) **(A)**
  - Luminosity (NA 6) **(B)**
  - Splyce (NA 7) **(C)**
  - FAB Games eSports (EU 1) **(D)**
  - Supremacy (EU 2) **(A)**
  - London Conspiracy (EU 3) **(B)**
  - Team Immunity (ANZ 1) **(C)**
  - Shock The World (LATAM 1) **(D)**
- The above list produced the following groups:

Group A	Group B	Group C	Group D
OpTic Gaming TMMT Crowd Pleasers Supremacy	Team Liquid Luminosity London Conspiracy	Team EnVyUs Splyce Team Immunity	Str8 Rippin FAB Games eSports Shock The World

- Stage 2 - Bracket Stage - 12 team, double-elimination bracket.
  - All matches in stage 2 are best-of-7 series (first to 4 game wins)
  - The teams that finish first or second in their group will be placed into the first round of the Winner's Bracket. Each final placement in each is already tied to an exact position in the bracket. These first round matches will feature a first place team from the Group Stage against a second place team from the Group Stage. No two teams from the same group can be placed in the same half of the Winner's Bracket (upper and lower half).



- The third place team from each group will be placed in the first round of the Loser's Bracket and will face the loser of a Winner's Bracket Round 1 match. No two teams from the same group can be matched against each other in the first round of the Loser's Bracket.
- Seeds for the Bracket Stage will be determined by group placing ("placement groups": first place in the group stage [seeds 1-4], second place in the group stage [seeds 5-8], third place in the group stage [seeds 9-12]). Seeds will then be determined using the following criteria (Note\* - Seeds are only used to determine the color each team will play as in each match, each final placement in each is already tied to an exact position in the bracket).
  - Match win percentage in Group Stage (highest win percentage will be seeded highest [lower number] in their placement group in decreasing order).
  - Map win percentage in Group Stage (highest win percentage will be seeded highest [lower number] in their placement group in decreasing order).
  - Regional qualifying position (a team that qualified first in their region would be seeded higher [lower number] than a team that qualified second/third/etc in their region).
  - If teams finish in the same placement group with the same map win percentage and qualified in the same position in their respective region, their seed will be assigned following the same order as their Region's ranking in Stage 1 (North America, Europe, Australia and New Zealand, Latin America).







## Match Format, Schedule & Team Colors

Friday	Main	Bravo
8:00a 10:00a	Warm-up	Warm-up
10:00a 11:30a	Team EnVyUs Splyce	TMMT Crowd Pleasers Supremacy
11:30a 1:00p	FAB Games eSports Shock The World	Luminosity London Conspiracy
1:00p 2:30p	Team Immunity Team EnVyUs	Supremacy OpTic Gaming
2:30p 4:00p	Team Liquid Luminosity	Shock The World Str8 Rippin
4:00p 5:30p	OpTic Gaming TMMT Crowd Pleasers	Splyce Team Immunity
5:30p 7:00p	Str8 Rippin FAB Games eSports	London Conspiracy Team Liquid
7:00p 8:45p	Winner's Bracket Round 1, Heat 1	Winner's Bracket Round 1, Heat 1
8:45p 10:30p	Winner's Bracket Round 1, Heat 2	Winner's Bracket Round 1, Heat 2

Saturday	
8:00a 10:00a	Warm-up
10:00a 11:45a	Winner's Bracket Round 2
11:45a 1:30p	Loser's Bracket Round 1, Heat 1
1:30p 3:15p	Loser's Bracket Round 1, Heat 2
3:15p 5:00p	Loser's Bracket Round 2
5:00p 6:45p	Loser's Bracket Round 3
6:45p 8:30p	Winner's Bracket Round 3

Sunday	
8:00a 10:00a	Warm-up
10:00a 11:00a	FFA Showmatch Finals
11:00a 12:45p	Loser's Bracket Round 4
12:45p 2:30p	Loser's Bracket Round 5
2:30p 4:15p	Tournament Finals
4:15p 6:00p	Tournament Finals (2)

- A more specific schedule with each match detailed with team names and team colors for each match will be communicated via email prior to the start of the tournament days.
- The order of matches and scheduled match start times are subject to change. Players are required to remain on location until they are released by the Tournament Director. Failure to be available on time for a match may result in a verbal or written warning, opposing team power play, loss of coach on team comms for a game/match, forfeiture of a game, forfeiture of a match, reduction in prize money, or a combination of these penalties.
- Colors for each match during the Group Stage were determined randomly with the following criteria:

- Each team during the Group Stage will play one match as the Blue team and one match as the Red team.
- Colors for each match are as follows, based on assigned numbers from the Tournament Overview section above (matches are the numbers in each row):

Team	Team
1	2
2	3
3	1

- In the bracket stage, the higher seeded team (lower number) will play as the Red Team and the lower seeded team (higher number) will play as the Blue Team.

## Gametypes - Group Stage & Bracket Stage

- The images below contains the gametypes for each match in the Group Stage and for each round in the Bracket Stage. Please see the section above for more information regarding Group Stage matches and how to identify gametypes for each match.

- Group Stage

Team 1 vs Team 2		
Game 1	Capture The Flag	Truth
Game 2	Slayer	The Rig
Game 3	Strongholds	Plaza
Game 4	Capture The Flag	Fathom
Game 5	Slayer	Regret

Team 2 vs Team 3		
Game 1	Strongholds	Empire
Game 2	Slayer	Eden
Game 3	Capture The Flag	Coliseum
Game 4	Strongholds	The Rig
Game 5	Slayer	Plaza

Team 3 vs Team 1		
Game 1	Strongholds	Eden
Game 2	Slayer	Coliseum
Game 3	Capture The Flag	Fathom
Game 4	Strongholds	Plaza
Game 5	Slayer	Truth

- Bracket Stage

Winner's Bracket Round 1			Loser's Bracket Round 1		
Game 1	Strongholds	The Rig	Game 1	Capture The Flag	Fathom
Game 2	Slayer	Truth	Game 2	Slayer	Coliseum
Game 3	Capture The Flag	Coliseum	Game 3	Strongholds	Plaza
Game 4	Strongholds	Eden	Game 4	Capture The Flag	Truth
Game 5	Slayer	Plaza	Game 5	Slayer	Eden
Game 6	Capture The Flag	Truth	Game 6	Strongholds	Empire
Game 7	Slayer	Regret	Game 7	Slayer	Regret
Winner's Bracket Round 2			Loser's Bracket Round 2		
Game 1	Capture The Flag	Fathom	Game 1	Capture The Flag	Coliseum
Game 2	Slayer	Coliseum	Game 2	Slayer	Plaza
Game 3	Strongholds	Empire	Game 3	Strongholds	The Rig
Game 4	Capture The Flag	Coliseum	Game 4	Capture The Flag	Truth
Game 5	Slayer	Truth	Game 5	Slayer	The Rig
Game 6	Strongholds	Eden	Game 6	Strongholds	Eden
Game 7	Slayer	Plaza	Game 7	Slayer	Coliseum
Winner's Bracket Round 3			Loser's Bracket Round 3		
Game 1	Strongholds	Plaza	Game 1	Strongholds	Plaza
Game 2	Slayer	The Rig	Game 2	Slayer	The Rig
Game 3	Capture The Flag	Truth	Game 3	Capture The Flag	Truth
Game 4	Strongholds	Eden	Game 4	Strongholds	Empire
Game 5	Slayer	Regret	Game 5	Slayer	Coliseum
Game 6	Capture The Flag	Fathom	Game 6	Capture The Flag	Fathom
Game 7	Slayer	Coliseum	Game 7	Slayer	Eden
Grand Finals			Loser's Bracket Round 4		
Game 1	Capture The Flag	Coliseum	Game 1	Capture The Flag	Coliseum
Game 2	Slayer	Plaza	Game 2	Slayer	Plaza
Game 3	Strongholds	The Rig	Game 3	Strongholds	Eden
Game 4	Capture The Flag	Truth	Game 4	Capture The Flag	Fathom
Game 5	Slayer	Eden	Game 5	Slayer	Truth
Game 6	Strongholds	Empire	Game 6	Strongholds	The Rig
Game 7	Slayer	Truth	Game 7	Slayer	Coliseum
Grand Finals 2 (if needed)			Loser's Bracket Round 5		
Game 1	Strongholds	Plaza	Game 1	Strongholds	The Rig
Game 2	Slayer	Coliseum	Game 2	Slayer	Eden
Game 3	Capture The Flag	Fathom	Game 3	Capture The Flag	Truth
Game 4	Strongholds	Eden	Game 4	Strongholds	Plaza
Game 5	Slayer	The Rig	Game 5	Slayer	The Rig
Game 6	Capture The Flag	Coliseum	Game 6	Capture The Flag	Coliseum
Game 7	Slayer	Truth	Game 7	Slayer	Regret



## Tournament Rules - General

*Violating any rule(s) in this section may result in a verbal or written warning, opposing team power play, loss of coach on team comms for a game/match, forfeiture of a game, forfeiture of a match, reduction in prize money, or a combination of these penalties. Tournament Administration reserves the right to alter these rules at any time. A ruling may be made outside of the scope of these rules to preserve competitive integrity.*

- Players must use a USB connection between their controller and the Xbox One console and remove the batteries from or invert the batteries in their controller.
- Players must use the headphones provided for all tournament matches and warm-up games.
- Manipulating or attempting to manipulate the results of the tournament may result in the player/team being eliminated from the tournament.
- Players may only unplug their controller from the Xbox One or TV.
- Teams may not start a game without an Admin's permission. Games started without an Admin's permission will be replayed regardless of the outcome.
- If a player/team has any complaint or concern about possible cheating by another team, it must be brought to the Tournament Director's attention immediately and before the start of the next series of matches. This includes disputes of CTF game times.
- Participants may not excessively taunt opposing teams or spectators, or use excessive profanity.
- Communication between players and spectators during a tournament match may result in that player's team forfeiting the current game.
- Spectators may not taunt or communicate with either team while the match is in progress. If they do, they will be asked to leave the station. If they continue to break this rule over the course of the tournament, they will be removed from the respective tournament area or venue and not be allowed back for the rest of the event.
- Threatening or attempting to harm another competitor or spectator (asking them to step outside, throwing controllers, etc...) will not be tolerated. Doing so will result in your team being eliminated from the tournament and you being removed from the venue for the remainder of the tournament.
- Abuse or harassment of any tournament staff may result in being removed from the venue.



- Players are responsible for their belongings for the duration of the event. Players should realize that many Xbox One controllers look the same and a distinguishing mark may be used to show evidence ownership.

## Tournament Rules - Conduct

*Violating any rule(s) in this section may result in a verbal or written warning, opposing team power play, loss of coach on team comms for a game/match, forfeiture of a game, forfeiture of a match, reduction in prize money, or a combination of these penalties. Tournament Administration reserves the right to alter these rules at any time. A ruling may be made outside of the scope of these rules to preserve competitive integrity.*

- Players are expected to conduct themselves professionally throughout the entirety of the event. Warnings and penalties may be awarded for the following:
  - Profanity
  - Threats or implied violence
  - Destruction of equipment
  - Punctuality
  - Refusal to follow tournament staff instructions.
  - Harassment
  - Violation of Tournament Rules
- Warnings and penalties may be awarded to the teams, not only the individual player.
- Players are also expected to abide by the AnyKey Keystone Code, outlined below:
  - Our Keystone Code identifies four fundamental values as guides for positive and fulfilling engagement in gaming spaces, even while players compete with one another. These values can be observed being put into practice in all of the healthiest online communities:
    - Compassion: treat others as you would be treated; consider the perspectives of others.
    - Integrity: be honest, be committed, play fair.
    - Respect: respect all other humans, teammates and competitors alike.
    - Courage: be courageous in competition and in standing up for what is right.

## Tournament Rules - Game Modes, Settings, Restarts and Replays

- Below are the gametypes that will be used for the Halo World Championship Finals:
  - Slayer
    - Coliseum
    - The Rig
    - Plaza
    - Eden
    - Regret





- Truth
  - Capture The Flag
    - Coliseum
    - Truth
    - Fathom
  - Strongholds
    - The Rig
    - Eden
    - Empire
    - Plaza
- Game Mode Settings
  - Slayer: First to 50 kills wins
    - Primary Weapon: Assault Rifle
    - Secondary Weapon: Magnum
    - Motion Sensor: On
    - Score to Win: 50
    - Shield %: 100%
    - Round Length: 12 minutes
    - Overtime rules: 3 minutes of overtime added to the clock. Games end after 50 kills are achieved or time runs out
  - Capture the Flag: Classic Multi-flag. Grab the enemy's flag and bring it home to score
    - Primary Weapon: Assault Rifle
    - Secondary Weapon: Magnum
    - Motion Sensor: On
    - Score to Win: 3
    - Shield %: 100%
    - Round Length: 12 minutes
    - Flag at home to score: Yes
    - Flat automatic reset time: 30 seconds
    - Overtime rules: 3 minutes of overtime added to the clock. Games end after 3 flag captures or time runs out
  - Strongholds: Control 2 of 3 territories on the map to earn points
    - Primary Weapon: Assault Rifle
    - Secondary Weapon: Magnum
    - Motion Sensor: On
    - Score to Win: 100
    - Shield %: 100%
    - Round Length: 12 minutes
    - Overtime rules: 3 minutes of overtime added to the clock. Games end after 100 points are achieved or time runs out



- Game Ties
  - In the event of a tie in a Slayer game, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a 25 point limit. The 25 point limit will be used indefinitely if the games continue to end in a tie.
  - In the event of a tie in a Capture the Flag game, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a Sudden Death rule where the first capture by a team will win the game.
  - In the event of a tie in a Strongholds game, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a 50 point score limit. The 50 point score limit will be used indefinitely if the games continue to end a tie.
- Disconnects
  - In the event that a player or players disconnect from a game, the game may end in a victory for a team, a full restart, or a continuation from the point of the disconnect. An Admin will review the disconnect, the state of the game when the disconnect occurred, and communicate a ruling to the teams.
  - In any game, if it is decided that the game should be continued from the point of the disconnect, the score difference at the point of the disconnect will be recorded. In the restarted game, the team that was leading will need to score the score-to-win limit minus the score difference at the point of the disconnect, and the team that was trailing will need to score the standard point total to win.
    - Slayer Example: Team A is leading 27-22 (5 points) against Team B and a player disconnects. In the remade game, Team A must score 45 points (50 points [score-to-win limit] - 5 points [score difference] = 45 points) and team B must score 50 points to win.
    - Capture the Flag Example: Team B is leading 1-0 (1 point) against Team A and a player disconnects. In the remade game, Team B must score 2 (3 points [score-to-win limit] - 1 [score difference] = 2 points) and Team A must score 3 points to win.
    - Strongholds Example: Team A is leading 90-70 (20 points) against Team B and a player disconnects. In the remade game, Team A must score 80 points (100 points [score-to-win limit] - 20 [score difference] = 80 points) and Team B must score 100 points to win.
- Icarus Armor
  - Effective February 23, 2017, the use of the Icarus armor in any official Halo World Championship 2017 match is prohibited. Use of the helmet is allowed.
    - Players and teams who use this armor will be met with the following penalties:





- First offense: The player's team will immediately forfeit the game if the game is not ended before the first kill in a Slayer game, or the first 15 seconds of a game (whichever occurs first).
- Second and subsequent offenses: If any player on the same team during the tournament (note: this applies to any player on the team, not just the original transgressor) the team will immediately forfeit the series, regardless of games won by either team.

## Warnings and Penalties

- Warnings and penalties may be awarded to the team or the individual player (example: one player on Team A warned three times is the same as three players on Team B each being warned once and is the same as three general warnings issued against Team C [**3 total warnings in each case**]). Depending on the severity of the action or conduct by a player or team, multiple warnings and penalties may be handed out for a single infraction, up to and including bypassing warnings and resulting in an immediate penalty.
- Penalties may carry over to the next game, the next series or the next stage of the tournament entirely.
- After a maximum of three (3) warnings, a penalty will be enforced. Penalties include:
  - Opposing team power play
    - One member of the penalized team will be required to place their controller on the desk for one (1) minute of the game.
  - Loss of coach on team comms for a game/match
    - The coach of the penalized team will not be allowed to communicate with the players for a specified number of games.
  - Forfeiture of a game
    - The penalized team forfeits their next game to be played. This may apply to current or future matches.
  - Forfeiture of a match
    - The penalized team forfeits the current or their next match to be played.
  - Reduction in prize money
    - The penalized team's total prize money will be reduced by a specified percentage.
    - Prize money percentage reductions are cumulative. Two 5% reduction penalties would result in a combined 10% reduction.



## Prize Money Distribution

- The total prize money amount for the Halo World Championship Finals 2017
  - \$1,000,000USD
- The prize money distribution for the Halo World Championship Finals is as follows (all amounts in US Dollars):
  - 1st Place - \$500,000
  - 2nd Place - \$200,000
  - 3rd Place - \$100,000
  - 4th Place - \$50,000
  - 5th/6th Place - \$35,000
  - 7th/8th Place - \$20,000
  - 9th - 12th Place - \$10,000
- Each player will receive an equal share of the total prize money earned by their team at the competition.
- ESL may withhold California State and US Federal taxes from player's tournament winnings, as required by California State and US Federal Law
- Prior to the start of the tournament, each player on each team must complete a prize money payment form. This form will allow the player to authorize payment to their organization, or confirm that payment should be made to them directly.
- All players must complete this form. Failure to complete this form may render a player unable to authorize payment to their organization, if needed.



## Frequently Asked Questions

- **How are ties broken in the Group Stage?**
  - Final rankings are determined by overall match record and then overall game win percentage.
  - In the event of a tie between two (2) teams, the team that won the match when the teams played each other will win the tie (head-to-head result).
  - In the event of a tie between three (3) teams, the tie will be broken by the following:
    - Game win percentage between the tied teams (higher win percentage wins)
    - If the three-way tie is broken by the above, the head-to-head result between the remaining tied teams will be used to break the tie.
    - If the tie stands between all tied teams after the above, a tiebreaker game will be played between the tied teams. The match order will be random. Teams will play as the same color as assigned in the initial matches (see “Matches - Schedule and Team Colors” for more information). The game will be a Slayer game on a randomly selected map.
    - If after the tiebreaker the teams remain tied, the score spread in the tiebreaker games will be used to break the tie. Score spread is determined by a team’s total score across all games played. The team with the highest spread will be declared the winner.
    - If the tiebreaker game and score spread remain tied, additional tiebreaker games will be played until the tie can be broken. If at anytime the three way tie is broken, the tie between the two remaining teams will be broken by the head-to-head result of the match played initially between the two teams in the Group Stage.
- **If a game ends and the score is tied, how is the game replayed?**
  - All games that end with a tie score will be replayed in their entirety. See “Tournament Rules - Game Modes, Settings, Restarts and Replays” for more information.
- **If a game ends early due to some issue, how will the restarted game work?**
  - If a game ends early to a technical or some other issue, the game will be restarted with an “understood” score as it stood at the time of the interruption. The score to win needed by both teams will be determined and communicated to both teams prior to the start of the restarted game.
- **Where can I go if I have more questions?**
  - If you have more questions, please email [halo@eslgaming.com](mailto:halo@eslgaming.com) or contact a Tournament Administrator.